

PORTER UN CHAPEAU

# MANN



## BEARDED EXPENSE

### MANN OF THE WEEK

# BEARDED EXPENSE

MENTOR IN CHARGE  
**MANN**

Article by  
BenIs\_Lmfao  
Art and layout  
by nenkaai

This weeks Mann of the Week needs little to no introduction. If he's not busy capping an objective or pushing the payload, he's shredding a team apart as they run in fear of the glowing red heavy slowing lumbering towards them. Love him or hate him, he is a well-known and respected figure in the TF2 community known only as **Bearded Expense**.

Bearded, now at the age of 20, has been a fan of this game since he was just 7. His first introduction to the game was when his oldest brother showed him the "Meet the Team" videos for the first time. Liking the "big" and "macho" style of Heavy's badass-ery, he decided to make Heavy his main ever since.

Over the course of the last 13 years, Bearded has changed quite a bit with this game. Not just loadouts and playstyle. but meeting some great people along the way. When asked to recount some of these first interactions with which would become some of his close friends, he told me about **Sentro** and **RubberMango**.

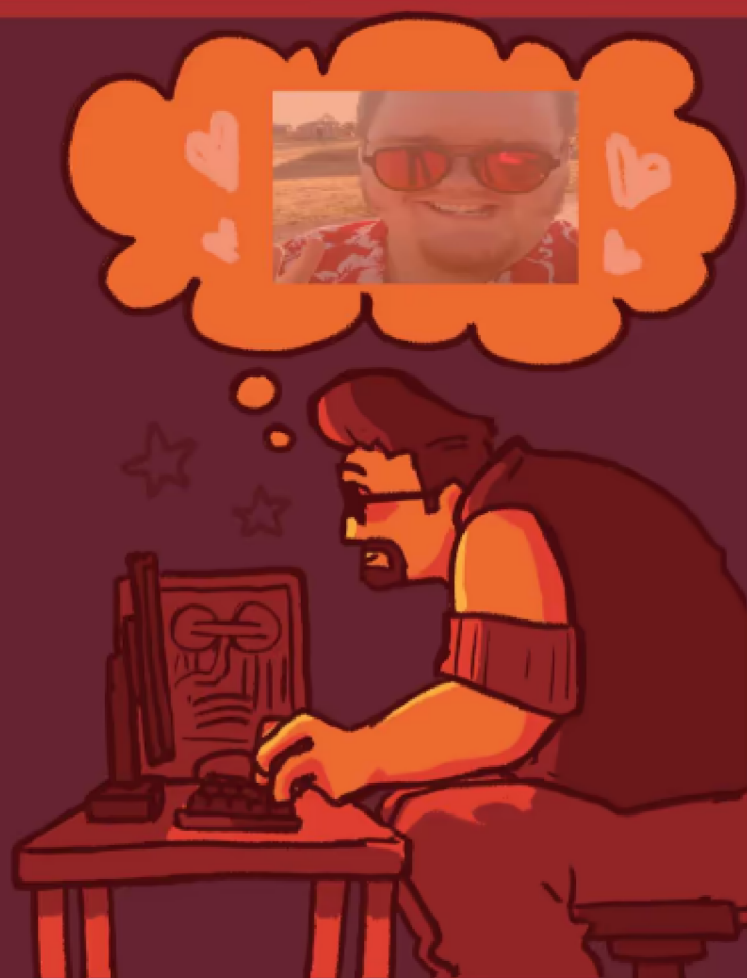
**Sentro** is perhaps one of his earliest friends, having met through the game as far back as 2013. Bearded was playing more of a defense style which Sentro appreciated. Going as far as to leave a comment on his profile, and they've been good friends ever since.

**RubberMango**, he stated, he had been talking back and forth with for a good while prior, only really getting to know each other better around 2020. Bearded needed to get an editor on board, and after Rubber applied and edited together one of Bearded's streams, they clicked really well together, and the rest is history.



Bearded tends to have a bit different of a style when it comes to editing a video, and when asked where he gets it from, he told me that a lot of inspiration was drawn from content creators like Frank Hassle and the late Kity0706. Watching one of his videos or streams, it becomes much more apparent when watching the inspiration taken from them side by side.

Getting into more “hard pressing” questions, I wanted to see what his thoughts were on the state of his channel, the state of the game, and a little bit more about himself. Bearded’s hoping that Valve will finally break the mold of crates and effects with an occasional map or two sprinkled in. “2 taunts and 5 effects maybe at max per update” and “At the bare minimum to remove the bots”.



In hopes of a larger update, he’d like to see essentially a flip of the Pyro update for Heavy. Instead of it being a hot jungle-esqe theme with fire and flames, a good Heavy update would be *cold and dark, with steel and lead*.



He tells me that while playing he keeps coming back because of the solid gameplay and the good class balancing. Playing a tough objective is fun for him in a serious, yet non-competitive sort of way. “**The randomness**” in his own words is what he feels most people keep coming back for in a good game like Team Fortress. Hop on for a bit to chill out and leave.

In the future, Bearded as a content creator wants to be recognized by his personality and antics more over what kind of content he’s uploading as he should expect. Looking a bit closer at his channel it’s clear that non-Team Fortress content isn’t performing as well as it reasonably should. He puts a part of himself in every video or stream that he does, including parts of his real personal life from time to time. Reminding us that it’s important to laugh at ourselves and not to be as buttoned up and polished as we sometimes hold ourselves up to.

Yes, while he does play Team Fortress, that’s not all he does. Support him as a person and as a content creator. If you’re ever fortunate enough to get a chance, he’s a pretty open and down to earth guy to talk to. Just one thing though. Do NOT, mention chicken invaders.



**RGL.GG**



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CYBERWIZARD,  
GREAT BLUE,  
J\_PEG,  
THEWHAT SHOW,  
FSOAS, ZENITH,  
BRICKEST BRICK,  
MWOCHA, OCTO,  
FATMAGIC  
AND MORE!



# MAP OF THE WEEK - ROCKSALT

ARTICLE/REVIEW BY DEEFORESEEN

Rocksalt is a Payload map created by steam user Ziphinator. The objective of the map is for BLU team to push a bomb into the RED team's main excavation site, while they are currently extracting Australium from the nearby cliff face.

Let's start off with some of the map's positives: First off, it's massive. There are multiple flanks, hallways, and hiding spots that make it easy to set up an ambush or make a defense for strategic plays.

Second, it's very open, allowing for high-mobility classes like Soldiers, Demos, and that one Heavy who somehow manages to surf your Rocket to the other side of the map (yeah, that guy) to have more options for escapes and advances than the other six and 99/100ths classes.



However, its size does come at a cost- due to the wide open corridors and airspace, it is prime sniping grounds for any New Zelandian/Australian worth their money.

As well, it may not have many chokes, but the ones it does have are extremely tight, near the first and last points especially.

Overall, this is a great payload map with a lot of room and few chokes, but when those chokes arrive, you feel every second of them. The skies are open and clear, but if there's a good Sniper defending, it will hurt.



What is one thing that Team Fortress 2 is known for?

The hats? yes that can be one thing. The characters? well that too, but it's not what I'm going for... Ooh, how about the humor! Not that either! Ok forget it instead of leading you with a very cheesy intro to this paragraph, I'll just do a normal intro.

Team Fortress 2 is known for its STYLE, and not style as in the Spy's fancy suit or that guys nice pair of Khakis, or that dudes ugly Jorts. TF2's style is what made it stand out from other games, going for this sort of 2D painting look in a 3D game, mostly using the art-style of J.C. Leyendecker. And of course, Valve knew people loved their games and wanted to challenge the artist it making art using their totally-not-at-all-broken engine, Source. So, they created Source Filmmaker (abbreviated as SFM) in 2012, to challenge those to create animations and artworks with their program! And the fans delivered with great animations like those shown in the Saxxy's (when they used to be a thing) and artworks of all types from super nice to simple, eye-candy to "eye-candy" (we know who you are, nasty...), SFM, with how little it offers, gave people the creative push to make beautiful things with this software, and this week's interviewee is one of those people.

Bonk Nickletoon, who's been around since the mid to late 2000's from Team Fortress 2's beginnings, has been involved with the creation of some pretty cool art and animations, including promos for various cosmetics and unusuals, SFM animations that went to be nominated for some Saxxy's, and even makes a couple of LEGO versions TF2 weapons. We here at MANN Magazine have gotten an interview with the Bonk Nickeltoon, and here's how it went:

### How did you discover TF2?

-It's actually quite interesting. I learned TF2 through a skype group I was part of back before it's release, and a bunch of us played it through there. It was actually a nice small group that consisted of amazing old friends, and the person who kept tell me to do what I love, Kitty0706.

### What was your first workshop promo?

-My first even promotional for TF2 was actually an item that I also helped concept and rig; The Croaking Hazard! I wasn't very experienced at the time, but it was such a start to a wonderful journey. It was the first pro-like item I had even worked on, and we finished it on my very last day of High School.

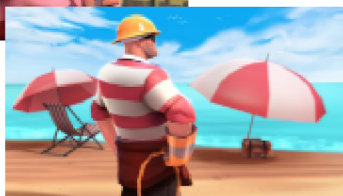
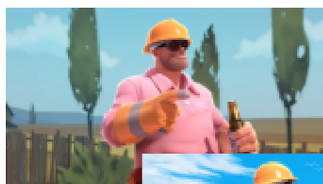
Needless to say, my promo work wasn't as good back then as I feel it is now haha  
(<https://steamcommunity.com/sharedfiles/filedetails/?id=688943506>)



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## ARTIST OF THE WEEK - BONK NICKLETOON



### What is your most difficult poster of all time?

-I wouldn't find a regular poster difficult, more so the certain aspects that can come with it. Pretty much like some models like the Heavy can be a total pain to pose his fingers or hands, just cause of how he's modeled. Or how some models may start invisible and having to find a work around certain problems that SFM may cause. It all depends on what is there, and what may possibly need to be fixed.

With that in mind, the poster for The Little Chef was a bit difficult as there were multiple problems, and SFM crashed ten times! And this was the first poster to start the Summer 2022 season!

### Who is your inspiration?

-Oh man, there's so many to name! Of course, Colin Wyckoff (Kitty0706) who's been an amazing friend for most of my life, and his motto of "do what you love" which I have engraved in my head for the rest of my life. But of course, so many others like NeoDement, UEAK\_Crash, Square, Harry and so many other workshopppers have been an inspiration to me for years. I also have to say the Saxxy Group I was in for 2016 were a huge part of my journey to here. Uberchain, Mittens, Zir Zeek, LHop and so many others. They're my Family Fortress through thick and thin.

### Any advice for people who wanted to get into doing SFM art?

-As Kitty0706 said **"do what you love"**. If you want to strive for something, go for it! I usually take both the good and bad, crumble it up into paper, and turn it into art. The world is filled with creativity, so use it to go and create! And don't let people who have mostly be rude towards artists and workshopppers bring you down. Continue to create and amaze the world!

### What made you start doing SFM art?

-I had watched a lot of sfm-type videos and looked at a ton of SFM during my years of highschool, and my freshman year had started a bit after both Pyromania and Mann vs Machine, which was when SFM was released to the public in it's beta format. I was a huge fan in big-time SFM artists such as Krunkadile, Uberchain, and McVee, and looked up to them and the amazing works they created.

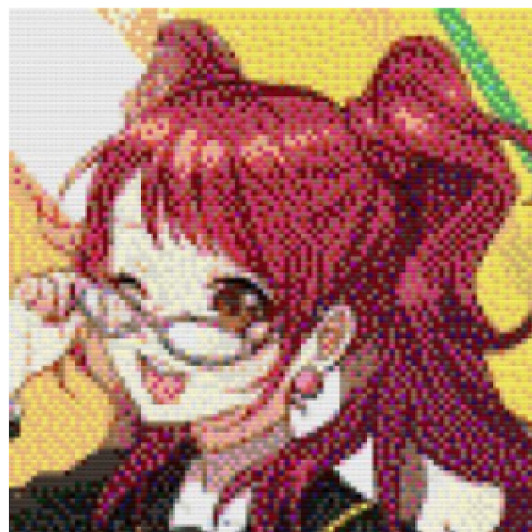
It actually took quite awhile to get into SFM art, and I felt like I didn't really get as strong as I have with my stuff until the first year of the pandemic, where I had the time practice my poster and post work. I had mostly focused before on unusual effects, and texturing for items. I can certainly say that today, I feel very comfortable with my work, and am always looking to improve!

### What is your favorite art that you've made currently?

-If I had to say, I would absolutely say that one of my favorite recent works for something is the seven posters I helped work on with Lazersofa for the 7 styles of the Pardner Polo

### How many lights do you usually use?

-SFM usually only allows 9 lights at a time, but I've found using more can be a lot better in terms of setup for post. Plus, you wanna eliminate bloom until post too.



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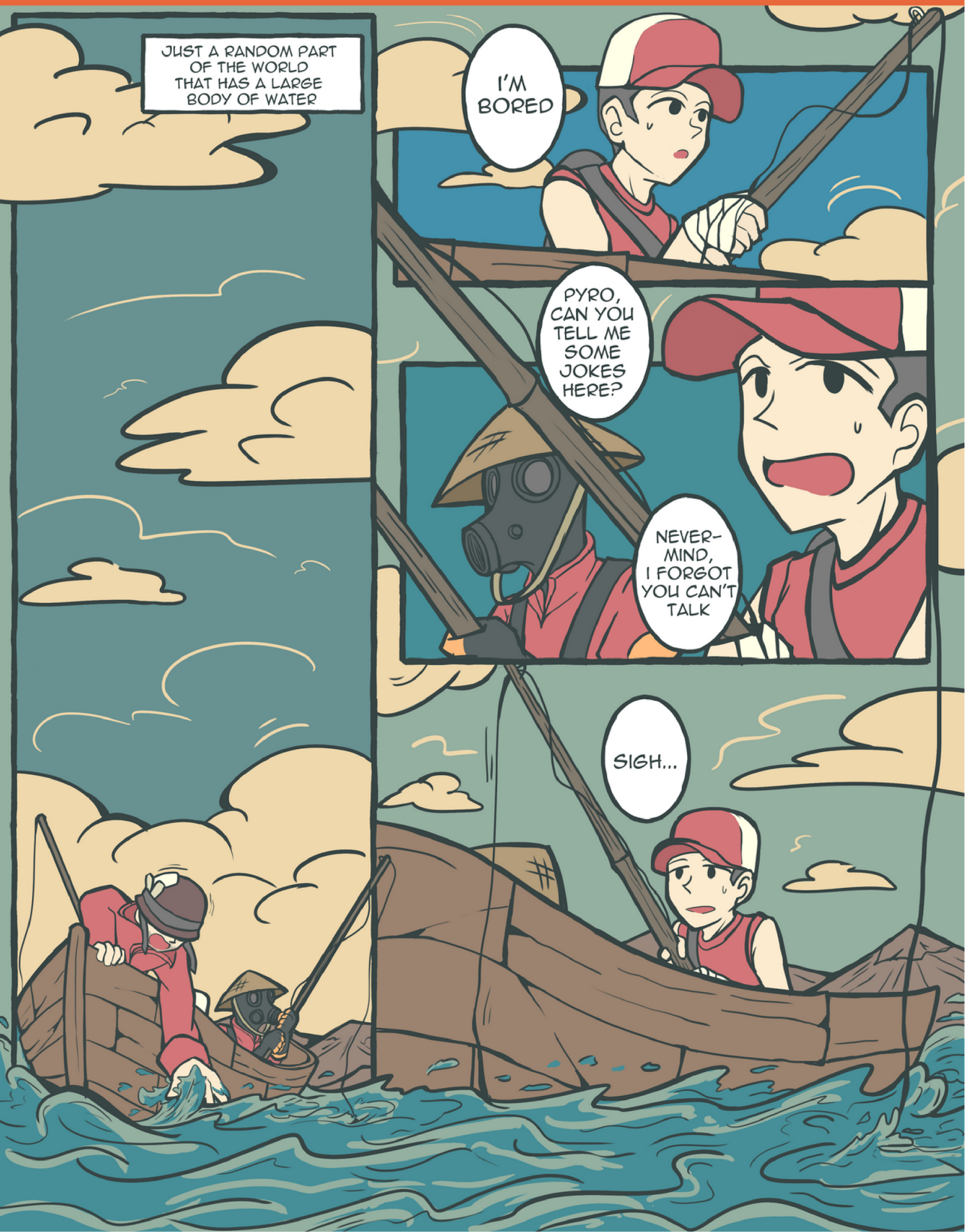
MANN



## SPELLBOUND DOCTOR

- ALL HALLOWS' HATTE
- BLIGHTED BEAK
- CHRONOSCARF

Verc



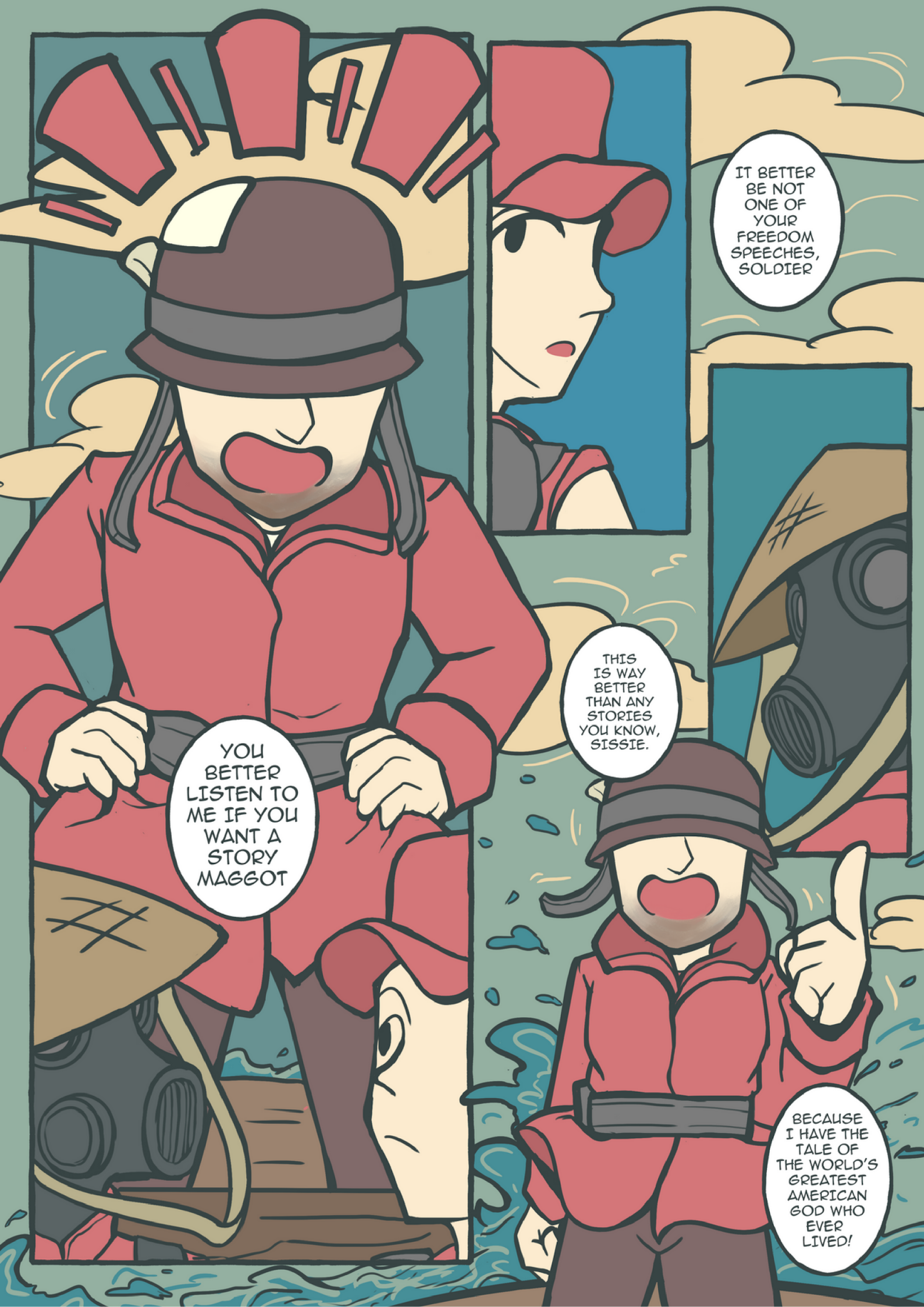
JUST A RANDOM PART  
OF THE WORLD  
THAT HAS A LARGE  
BODY OF WATER

I'M  
BORED

PYRO,  
CAN YOU  
TELL ME  
SOME  
JOKES  
HERE?

NEVER-  
MIND,  
I FORGOT  
YOU CAN'T  
TALK

SIGH...

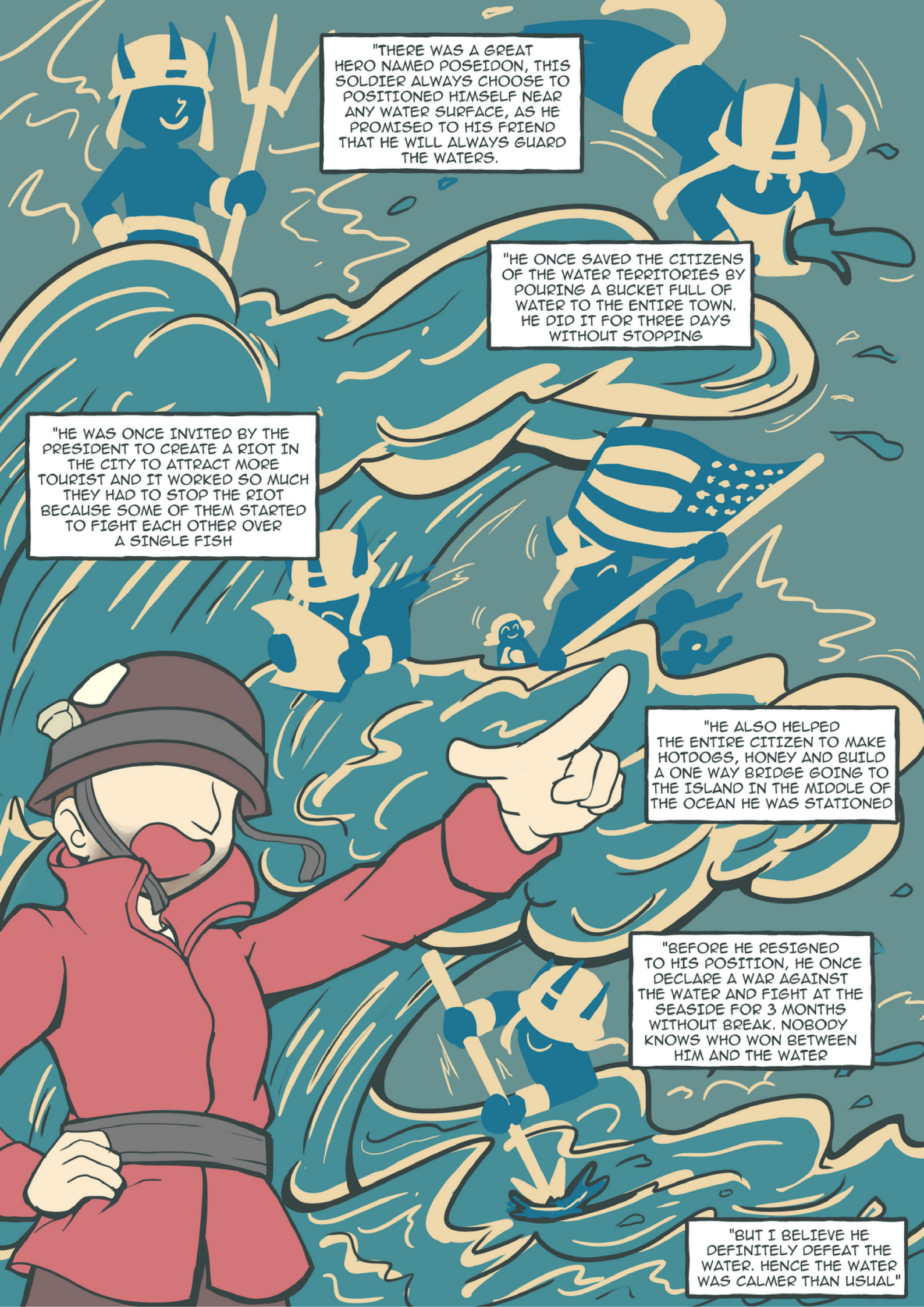


IT BETTER  
BE NOT  
ONE OF  
YOUR  
FREEDOM  
SPEECHES,  
SOLDIER

YOU  
BETTER  
LISTEN TO  
ME IF YOU  
WANT A  
STORY  
MAGGOT

THIS  
IS WAY  
BETTER  
THAN ANY  
STORIES  
YOU KNOW,  
SISSIE.

BECAUSE  
I HAVE THE  
TALE OF  
THE WORLD'S  
GREATEST  
AMERICAN  
GOD WHO  
EVER  
LIVED!



"THERE WAS A GREAT HERO NAMED POSEIDON, THIS SOLDIER ALWAYS CHOOSE TO POSITIONED HIMSELF NEAR ANY WATER SURFACE, AS HE PROMISED TO HIS FRIEND THAT HE WILL ALWAYS GUARD THE WATERS.

"HE ONCE SAVED THE CITIZENS OF THE WATER TERRITORIES BY POURING A BUCKET FULL OF WATER TO THE ENTIRE TOWN. HE DID IT FOR THREE DAYS WITHOUT STOPPING

"HE WAS ONCE INVITED BY THE PRESIDENT TO CREATE A RIOT IN THE CITY TO ATTRACT MORE TOURIST AND IT WORKED SO MUCH THEY HAD TO STOP THE RIOT BECAUSE SOME OF THEM STARTED TO FIGHT EACH OTHER OVER A SINGLE FISH

"HE ALSO HELPED THE ENTIRE CITIZEN TO MAKE HOTDOGS, HONEY AND BUILD A ONE WAY BRIDGE GOING TO THE ISLAND IN THE MIDDLE OF THE OCEAN HE WAS STATIONED

"BEFORE HE RESIGNED TO HIS POSITION, HE ONCE DECLARE A WAR AGAINST THE WATER AND FIGHT AT THE SEASIDE FOR 3 MONTHS WITHOUT BREAK. NOBODY KNOWS WHO WON BETWEEN HIM AND THE WATER

"BUT I BELIEVE HE DEFINITELY DEFEAT THE WATER. HENCE THE WATER WAS CALMER THAN USUAL"

YEAH  
GREAT  
STORY  
SOLDIER BUT  
POSEIDON  
IS ACTUALLY  
NOT  
AMERICAN

YOU LIAR,  
MAGGOT!

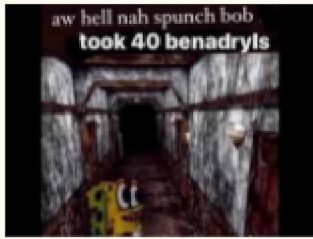
A TRAITOR  
TO AMERICA!  
GO BACK  
HERE I WILL  
SNAP YOUR  
NECK,  
POSEIDON!

I WILL B...  
NEDICT AR...  
NOW THAT YO...  
FOOLED HIM AN...  
I'M FORCED HIM...  
NOT TO EAT SOU...  
TO SET HIM UP TO...  
BE THE HISTORY!...  
GREATEST JOKE...  
AND I WILL LET...  
BRAHAM LINCO...  
OW YOU STOL...  
AND REMOV...  
AT HE...

eh

SOLDIER  
STOP!  
WE'RE IN  
THE MIDDLE  
OF THE  
OCEAN!

END



# FEATURED TEAM

## JART CHUNGUS

81  
MED


ZENITH

70 REA	77 AIM
84 COM	67 DEF
69 PAC	49 VIS

88  
SCOUT


LUNAR

94 REA	93 AIM
88 COM	89 DEF
89 PAC	79 VIS

82  
SOLY


MARCO

89 REA	79 AIM
95 COM	84 DEF
90 PAC	50 VIS

83  
DEMO


KROALT

79 REA	91 AIM
88 COM	90 DEF
86 PAC	60 VIS

82  
SCOUT


YOSHIBOBBY

88 REA	82 AIM
85 COM	67 DEF
92 PAC	79 VIS

76  
SOL


SPIKEOFDOOM

80 REA	55 DEF
70 COM	71 AIM
39 PAC	60 VIS



# NIGHTLIGHT

[HTTPS://DISCORD.GG/TF2NIGHTLIGHT](https://discord.gg/TF2NIGHTLIGHT)





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OF\_DWEEBS/DEMOMAN TEAM FORTRES 2

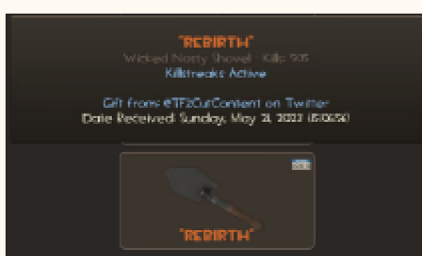
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KONAKONA\_SOURCE  
NENKAI  
PUMPKIN\_SFM  
THE CASHRILEY  
CAROLYNBAOBAO  
VERS  
TRUMPET

## DISCORD ADMIN TABLECROISSANTS

## DISCORD MOD

MINWEEZ  
SKELBTON



Shoutout to  
Skelbton's KS Stock  
Shovel with 505 kills